

Caitriona

Level 12 Striker

Medium natural humanoid

XP -

Initiative +6 **Senses** Perception +17; low-light vision

HP 81; **Bloodied** 40; **Surge Value** 20; **Healing Surges** 8

AC 27; **Fortitude** 27, **Reflex** 23, **Will** 25

Speed 6

[MBA] Battleaxe (standard; at-will) ♦ **Weapon**

+18 vs. AC; 1d10 + 10 damage.

[RBA] Handaxe (standard; at-will) ♦ **Weapon**

Ranged 5/10; +18 vs. AC; 1d6 + 10 damage.

[M] Twin Strike (standard; at-will) ♦ **Martial, Weapon**

Two attacks, against the same or different targets; +18 vs. AC; 1d10 + 6 damage.

[M] Cut and Run (standard; encounter) ♦ **Martial, Weapon**

Two attacks, against the same or different targets; +18 vs. AC; 1d10 + 10 damage. *Special:* After the first or the second attack, Caitriona can shift 4 squares.

[M] Two-Fanged Strike (standard; encounter) ♦ **Martial, Weapon**

Two attacks against the same target; +18 vs. AC; 1d10 + 10 damage, and if both attacks hit, the target takes an additional 3 damage.

Deadly Hunter

Once per round, Caitriona can deal 2d6 extra damage against an enemy she hits.

Longtooth Shifting (minor, usable when bloodied; encounter) ♦ **Healing**

Until the end of the encounter Caitriona gains a +2 bonus to damage rolls. In addition, while she is bloodied, she gains regeneration 4.

Yield Ground (immediate reaction, when an enemy damages Caitriona with a melee attack; encounter) ♦ **Martial**

Caitriona shifts 3 squares, and gains a +2 power bonus to all defenses until the end of her next turn.

Alignment Good

Languages Common, Goblin

Skills Athletics +20, Dungeoneering +17, Endurance +10

Str 19 (+10) **Dex** 10 (+6) **Wis** 16 (+9)

Con 14 (+8) **Int** 10 (+6) **Cha** 8 (+5)

Equipment Adventurer's kit, 2x battleaxe, 2x handaxe, leather armor